

**--THE FIDELITY--  
CHESSMASTER  
2100**



# How to use --THE FIDELITY-- CHESSMASTER 2100

on your Apple IIGs computer

## Installing the Program

To run The Chessmaster 2100 on your Apple IIGs you need at least one 3.5" floppy disk drive and 512K of memory. We recommend that you make copies of your original disks or install the program on a hard disk; keep the original disks as backups. If you are installing The Chessmaster on your hard disk, we recommend that you have the latest version of the Apple IIGs system software installed. Contact your Apple dealer for upgrade information.

The Chessmaster 2100 is distributed on two 3.5" diskettes: a *Program* diskette and a *Games* diskette. To install Chessmaster on your hard disk, just follow these instructions:

- Boot your system and start the Finder (if it doesn't come up automatically).
- Drag the "CHESSMASTER" folder from The Chessmaster *Program* diskette onto the hard disk.
- Drag the "CLASSIC.GAMES" and "MY.GAMES" folder from The

Chessmaster *Games* diskette into the "CHESSMASTER" folder on the hard disk. That's it!

## Running the Program


- To autoboot The Chessmaster, use the Control Panel to change the Start-up Slot to slot 5 (if it is not already set up that way). Then insert your copy of the *Program* diskette into a 3.5" disk drive and re-boot your IIGs.
- From the Finder or the Program Launcher, simply double click on the CM2100 icon. NOTE: For users with only 512K, The Chessmaster cannot be run from the Finder. Instead, use the Program Launcher or autoboot from a 3.5" floppy disk drive.

After the program has started, and before play begins, The Chessmaster will ask you a simple question, the answer to which can be found in the Classic Games section of The Chessmaster 2100 manual. If you cannot answer the question correctly you will not be allowed to play, so have the manual handy.

## **How to Use The Fidelity Chessmaster 2100**

All features of The Chessmaster 2100 are activated through IIGs-style, pull-down menus. To make a choice from a menu, move the mouse pointer over one of the available menu titles on the menu bar, press the mouse button, and drag the mouse pointer down until the item you wish to select is highlighted. Release the mouse button to complete your selection.

Many of the features use dialog boxes to let you make choices affecting the behavior of the program. All of them use standard Apple-style dialog box controls. If you have any questions about how to manipulate dialog boxes, consult your Apple IIGs Owner's Guide.

Some menu items allow keyboard shortcuts. If this is the case, a shortcut keystroke will be shown next to the menu item. Use these shortcut commands by holding down the  key (like a shift key) and then pressing the appropriate letter key. By using these selection-shortcut keys you may activate the functions of your choice without using the menus.

### **To Move a Piece**

To move a chess piece, position the mouse cursor "hand" over the piece and "grab" it by pressing the mouse button. Drag the piece to its new location and release the mouse button.

You may also enter moves from the keyboard by entering the coordinates of

the origination and destination squares (e.g. "e2e4").

### **Castling**

When legal, move your King two squares towards the Rook. The Rook will move into place automatically.

### **En Passant**

When legal, capture an opposing pawn "in passing" by moving your pawn ahead and diagonally behind it.

### **Pawn Promotion**

If you move a pawn to the first or the eighth rank, The Chessmaster 2100 will let you promote your pawn to a Queen, Rook, Bishop or Knight. Click on your choice to promote the pawn, then click the OK button to continue play.

See The Chessmaster 2100 manual for general information on castling, promotion and en passant captures.

## **THE FEATURES**

### **Playing**

#### **Begin New Game ( N)**

Starts a new game with the opponent you have chosen. If a game was already in progress you will be asked if you wish to save it.

### Choose Your Opponent

Presents a dialog box with the following choice of opponents:

- **Chessmaster**  
You against The Chessmaster.
- **Autoplay**  
The Chessmaster 2100 plays itself.
- **Human**  
The Chessmaster 2100 referees the game.

### Choose Play Level (♠ L)

This feature allows you to choose the amount of time The Chessmaster spends thinking about each move. The more time The Chessmaster thinks about a move, the stronger its play. The Chessmaster 2100 has 14 built-in levels of play numbered from 1 to 14, with level 1 being the easiest. Also available on the Play Level dialog are several options that allow you to fine-tune The Chessmaster's playing ability including:

- **Newcomer Mode**  
Choosing this option makes The Chessmaster play its easiest game.
- **Opening Book**  
Turning this option on allows The Chessmaster 2100 to consult its extensive library of opening moves and tactics. By doing so, The Chessmaster will have more time to think on moves later in the game.
- **Easy Mode**  
This feature switches on or off The Chessmaster 2100's ability to "think ahead" while it waits for you to move. With easy mode

on, The Chessmaster plays an easier game.

- **Coffee House**

Normally, The Chessmaster always plays its best move. Selecting this feature adds variety to The Chessmaster's play.

- **User-defined Level**

Allows you to create your own level of play by specifying the number of moves The Chessmaster should make in a given amount of time (for example: 60 moves in 5 minutes. Type these values directly into the text boxes at the bottom of the dialog box.

### Time Controlled Play

This feature allows you to establish time controls for the current game. When a time control is selected, The Chessmaster keeps track of elapsed time and will call a "loss on time" if you fail to make the required number of moves in the allotted time. If the specified time passes and the required number of moves have been made, The Chessmaster re-displays this dialog box and asks for new time control values. The available time control options are:

- **Lightning Chess**  
60 moves in 5 minutes.
- **Regional Tournament**  
40 moves in 120 minutes.
- **International Tournament**  
40 moves in 150 minutes.
- **Equal Time**  
Tired of The Chessmaster's instantaneous response? This

setting forces The Chessmaster to move at the same speed (on average) as you are!

- **User-defined**

Allows you to specify your own time control (X moves in Y minutes). Type these values directly into the text boxes at the bottom of the dialog box.

This dialog box also lets you set the maximum time for an entire game. If time runs out before one player wins the game, The Chessmaster calls a "loss on time." The following "Game Levels" are available:

- **Blitz Chess**

5 minutes per game.

- **User-defined**

Enter the maximum time for the game in the text box that appears at the bottom of this dialog box.

### **Change Sides (⌘ E)**

Allows you to change colors with The Chessmaster 2100. If you find yourself backed into a corner, this may be the only way out!

### **Force Move (⌘ F)**

When it's The Chessmaster's turn to move, you may force him to move immediately by selecting this option. This option is essential when you have selected the Playing Level 14 (infinite), as The Chessmaster will not move until told to do so. Force Move is also useful when analyzing a game on a high Playing Level (see **Analyze a Game** below).

### **Take Back/Replay Moves (⌘ T)**

This feature allows you to take back moves made either by you or your opponent. When you select this item, a dialog appears which allows you to take back or replay moves. To take back a move, just click on the "Takeback" button. Once moves have been taken back, they can be replayed by pressing the "Replay" button. When you are ready to continue play, just click the "Continue" button.

If you want to take back or replay all of the moves at once, just hold the ⌘ key down while clicking the "Takeback" or "Replay" buttons. You can also take back or replay moves from the keyboard by pressing "⌘ T" for take back or "⌘ R" for replay while the dialog is displayed.

### **Offer a Draw**

Select this feature if you want to offer The Chessmaster 2100 the opportunity to accept a draw. Of course if The Chessmaster "thinks" he can win, he will probably decline.

### **Resign**

If you find yourself in a hopeless position, this feature allows you to resign the game. It also offers you the opportunity to save the game if you haven't already done so.

### **Help (⌘ H)**

If you need help at any time, just select this feature. Help is "context-sensitive." That is, The Chessmaster knows what you were doing and attempts to provide you with advice

about that situation. You can also receive help by pressing "⌘ ?" on the keyboard. The mouse cursor turns into a question-mark (?); you can then get help about any menu item simply by selecting that item from the menus.

### **Load a Saved Game (⌘ O)**

Select this feature if you wish to load a game that was previously saved. A standard IIGS file dialog (similar to the Program Launcher dialog) will appear, allowing you to select a game file to load. If you wish to load a Classic Game, insert your copy of the *Games* diskette in your 3.5" floppy disk drive (hard disk users can skip this), double-click on the directory labeled "CLASSIC.GAMES," then double-click on the Game you wish to load. If you wish to load a game of your own, perform the same sequence except that you should use the directory labeled "MY.GAMES" instead (see **Save This Game** below.)

### **Save This Game (⌘ S)**

If you would like to save the game in progress, select this item. A standard IIGS file dialog will appear, allowing you to specify the name you wish to give your saved game, the directory in which you would like the game stored, and the disk on which that directory is located. To choose a directory, just double-click on the name of the directory that appears in the file list window. NOTE: if you want to save your games on the same disk as the Classic Games we recommend that you keep them in the folder labeled "MY.GAMES."

### **Erase a Saved Game**

This feature allows you to delete a game from your games disk. Choose the game to delete using the file selection method described previously under **Load a Saved Game**.

### **Pause the Game (⌘ W)**

When you need to answer the phone or just need time to think, select this option. Nothing happens while the game is paused, including The Chessmaster's thinking. When you wish to resume play, simply press the "Continue" button.

### **Quit (⌘ Q)**

Exits the program.

## **Board**

### **Board Design (⌘ D)**

This option allows you to change the appearance of the chessboard. Choose from the following options:

- **2-D Board**

This is the standard two-dimensional chessboard.

- **3-D Board**

This gives you a three-dimensional "perspective" view of the chessboard.

- **War Room**

This selection brings up a small, two-dimensional board surrounded by several of the available option windows (Thinking, Captured Pieces and Moves So Far. For a discussion of these see below under **Display**.)

### Load Custom Pieces

With this feature you can load a chess set of your own design from a picture file stored in Apple's "Preferred File Format" (used by Deluxe Paint II™ and other paint programs). A template file is included ("TEMPLATE.PIC") on the *Games* diskette. Load this file into your paint program and draw your pieces within the boundary lines provided.

The pieces are "masked" when they appear on the chessboard, that is, an area is blacked out on screen that is a rough outline of the piece before the piece is displayed. This causes the piece to stand out more (especially in 3-D mode.) For an example of how pieces are drawn and what the masks should look like, load a copy of the "STAUNTON.PIC" file supplied on the *Program* diskette into your paint program. When drawing pieces, you should use only the following colors: colors 7-10 for Black pieces and colors 11-14 for White pieces. Other combinations are possible, of course, but may lead to unusual side-effects and won't be compatible with the **Chess Set Colors** feature described below.

When you are through drawing your pieces, your last step should be to remove the boundary lines from your piece picture file. *Voila!* Custom pieces!

### Chess Set Colors

This feature allows you to change the colors of the squares and pieces. To

select an item whose color you would like to change (White/Black, squares/pieces), simply click one of the radio buttons describing that item. To change the color, operate the RGB sliders on the right side of the dialog.

The Chessmaster 2100 has two built-in sets of chess pieces, which can be selected by pressing the buttons labeled "Wood Set" or "Metal Set." Pressing either button results in that chess set being displayed immediately.

### Rotate The Board (⌘ >)

Select this item when you wish to view the board from a different angle.

Select from:

- 90° Clockwise
- 90° Anti-clockwise
- 180° Around

Rotating the board 180° is quite useful when you have chosen to play Black against an opponent.

### Chess Clocks (⌘ K)

Choosing this item toggles the chess clocks on and off.

### Show Coordinates (⌘ Y)

This option toggles the board coordinates on and off.

### Set Up a Position

Allows you to set up the chessboard to play out classic strategies or chess problems. Pieces may be added to the board by "grabbing" them with the hand pointer and placing them on the board. Remove pieces by picking them up and dropping them off the board.



The following additional features are available on the **Setup** menu which appears at the far right of the menu bar when **Set Up a Position** has been selected:

- **Set Up Initial Position**  
Sets up the pieces in position for a new game.
- **Clear the Board**  
Clears the board of all pieces and places the Kings in their starting positions.
- **Revert to Last Position**  
Resets the board to the position it was in when you selected **Set Up a Position**.
- **Leave Setup Mode**  
Allows you to return to the playing board. A dialog box containing the following buttons is first displayed allowing you to decide how the game should proceed:
  - **White to Move**  
Clicking this button returns you to the game with White making the first move.
  - **Black to Move**  
Same as above but Black will move first.
  - **Continue Setup**  
Lets you go back to setup to make more changes.
  - **Cancel Setup**  
Resumes the game without the changes you made during Setup.

### Display

#### **Show Captured Pieces (♠ G)**

See if you're ahead or behind in

material by choosing this item.

#### **Show Moves So Far (♠ M)**

Displays a list of all moves made. Use the scroll bar on the right side of the window to move through the list.

#### **Show Chessmaster Thinking (♠ B)**

Choose this item to see what's on The Chessmaster's mind as it contemplates its next move.

**Note:** The Chessmaster 2100 may not be thinking deeply, or at all, if the Play Level is set low, or the present game is following opening book moves.

The "Best" line of play, displayed at the left of the window, is the best series of moves that The Chessmaster has come up with so far. If you force The Chessmaster 2100 to move now by pressing "♠ F," The Chessmaster will make the first move in this Best line. The rest of the moves in the line are your expected reply, its answer to your reply, and so on. Of course, you might not make the predicted reply, and even if you do, The Chessmaster 2100 might think of a better answer in the meantime, so the further you go down the line, the less likely it is that those exact moves will actually be made.

The Score reflects how far The Chessmaster 2100 thinks it will be ahead (+) or behind (-) if the Best line of play is played out to the last move shown. The score is computed in pawns and fractions, so a score of 1.00 means The Chessmaster 2100 will be ahead one pawn (or the equivalent),

and -3.00 means it will be behind the equivalent of one piece. Fractional scores come from The Chessmaster 2100's evaluation of positional considerations, for example how well it controls the center of the board.

The Ply number indicates how many half-moves (plies) ahead The Chessmaster has searched. A ply of 3, for example, means that it has examined its move and your reply and is now looking at its answer to that reply. When The Chessmaster 2100 has looked at all the moves in the current ply, it will start a new search one ply deeper if it thinks it has time to finish.

The Moves value is simply the number of moves left to search in the current ply.

### **Show Annotations (⌘ A)**

You may add your own comments to any move in a game. Many of the Classic Games included on the *Games* diskette are already annotated for you. If this window is displayed while you are replaying moves, the annotation for the current move will be shown in the window. If there is no annotation for the current move, the window will be blank. The window can be sized with the size control at the lower right of the window or with the zoom control at the upper right of the window. You can also scroll vertically through the text using the scroll bar at the right of the window.

To add your own annotations or change existing ones, just display the annotations window, click at the spot where you wish to insert text, and begin typing. The Chessmaster will remember your annotation, though the window will be blank when you make the next move. You can also go back and annotate previous games by taking back moves and typing in comments for those moves.

### **Suggest a Move (⌘ J)**

Provides a hint for your next move by moving the suggested piece and then replacing it in its original location. Note: no hint move is available if The Chessmaster is currently making moves from its opening book. Once its opening book moves are exhausted, however, The Chessmaster will begin thinking about the position and will be able to provide you with a useful suggestion.

### **Teaching**

Toggles teaching mode. When teaching is on, and you select a piece to move, a shadow of that piece appears at all the squares to which it may legally move. Opposing pieces which you can capture are shown in red.

### **Invisible Opponent**

This option allows you to make some (or all) of the chess pieces "invisible." A valuable feature for aspiring blindfold-chess players! Of course, if your recollection's not quite perfect, use the "peek" key (⌘ <) to refresh your memory.

### **The Sound is Now...**

This feature allows you to select from the following sound options:

- **Silence**  
Tells The Chessmaster to play quietly.
- **Bell**  
Rings the IIGS bell when something happens.
- **Music**  
Causes Chessmaster to play different tunes, depending on what occurs.
- **Voice**  
Lets The Chessmaster talk to you.

### **Enter Your Name**

Let The Chessmaster know who he's up against! The name you enter will appear in the clock for the side which you are playing.

### **Enter Opponent's Name**

When playing against a human opponent, the name you enter will appear in the clock for your opponent's color.

### **If the Boss Wanders By (♁ P)**

A panic button for tight situations. Be prepared, however, to speak knowledgeably on the subject of BASIC programming...

## **Extras**

### **Analyze a Game**

Use this feature to get The Chessmaster's opinion on each move made by you (or your opponent). The Chessmaster 2100 analyzes each move

made and the strength of each player's position.

When you first enter Analysis mode, a dialog similar to that used in Take Back/Replay mode appears, allowing you to take back moves to the point at which you would like analysis to begin. When you have taken back moves to the desired position, click on the "Analyze" button to begin the analysis. Another dialog will appear allowing you to choose the side whose moves you would like analyzed (White, Black or Both). There is also a check box on this dialog which allows you to save the analysis to disk, which you can look at later with any text editor or word processor. If you choose to save the analysis, a standard IIGS file dialog will appear allowing you to enter the name of the file in which to store the analysis text. When you click "OK" on this dialog, analysis begins.

For each move analyzed, The Chessmaster 2100 will show the best move (with score and best line of play), and then play the actual move. For more about the line of play, see **Show Chessmaster Thinking** above. Note: The higher the level of play you have selected (see **Choose Play Level**) the deeper The Chessmaster 2100's analysis will be and the longer it will spend pondering each move. You may want to let your computer run for hours, or overnight, to get a better analysis. You can even choose "infinite" time, and force The Chessmaster to present its analysis using **Force Move**.

You can analyze a game played with another person by selecting a "human" opponent (see **Choose Your Opponent**) and entering the moves of the game into The Chessmaster 2100.

### **Solve for Mate**

Use this feature to solve chess problems in which checkmate will occur in a certain number of moves. First, use **Set Up a Position** to set up the position from the chess problem. Then leave Setup mode, so that the color to move first is the color to mate. Now select **Solve for Mate** and choose the number of moves for The Chessmaster 2100 to mate in using the scroll bar. Click the "OK" button to begin solving. The Chessmaster 2100 will then start thinking. The amount of time this takes depends on how many moves in which to mate you have chosen and on how many pieces are actually on the board. If you wish to stop the process you may do so at any time by clicking the "Cancel" button on the "Solve for Mate" dialog.

When The Chessmaster 2100 has examined all possible positions, it will announce whether or not it has found a solution. If it has, Take Back/Replay mode will be invoked and you can view the solution by clicking the "Replay" button. (For more information about

replaying moves see **Take Back/Replay Moves** above.)

### **Print Moves So Far**

Prints all moves so far in the current game. Make sure your printer is ready before selecting this feature.

### **Print Each Move**

Prints each move as the game is played. Make sure your printer is ready before selecting this feature.

### **Print the Board**

Prints a text representation of the current board. Make sure your printer is ready before selecting this feature.

### **Save These Settings**

Saves the current setup of The Chessmaster 2100's features including display and play features, such as play level, board design, sound options, colors, play modes, etc. The next time The Chessmaster 2100 is run, these saved settings will be in effect.

### **"Factory" Settings**

Selecting this will restore The Chessmaster 2100's settings to the same ones it had when it left The Software Toolworks. The new settings will take effect immediately, but won't be active the next time you run the program unless you perform **Save These Settings** at this point.

***Have Fun!!!***

## On-Screen Menu Index

Play options are shown on the left.

Menu titles and shortcut keystrokes for each option are on the right.

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